SNSP-8R-UKV

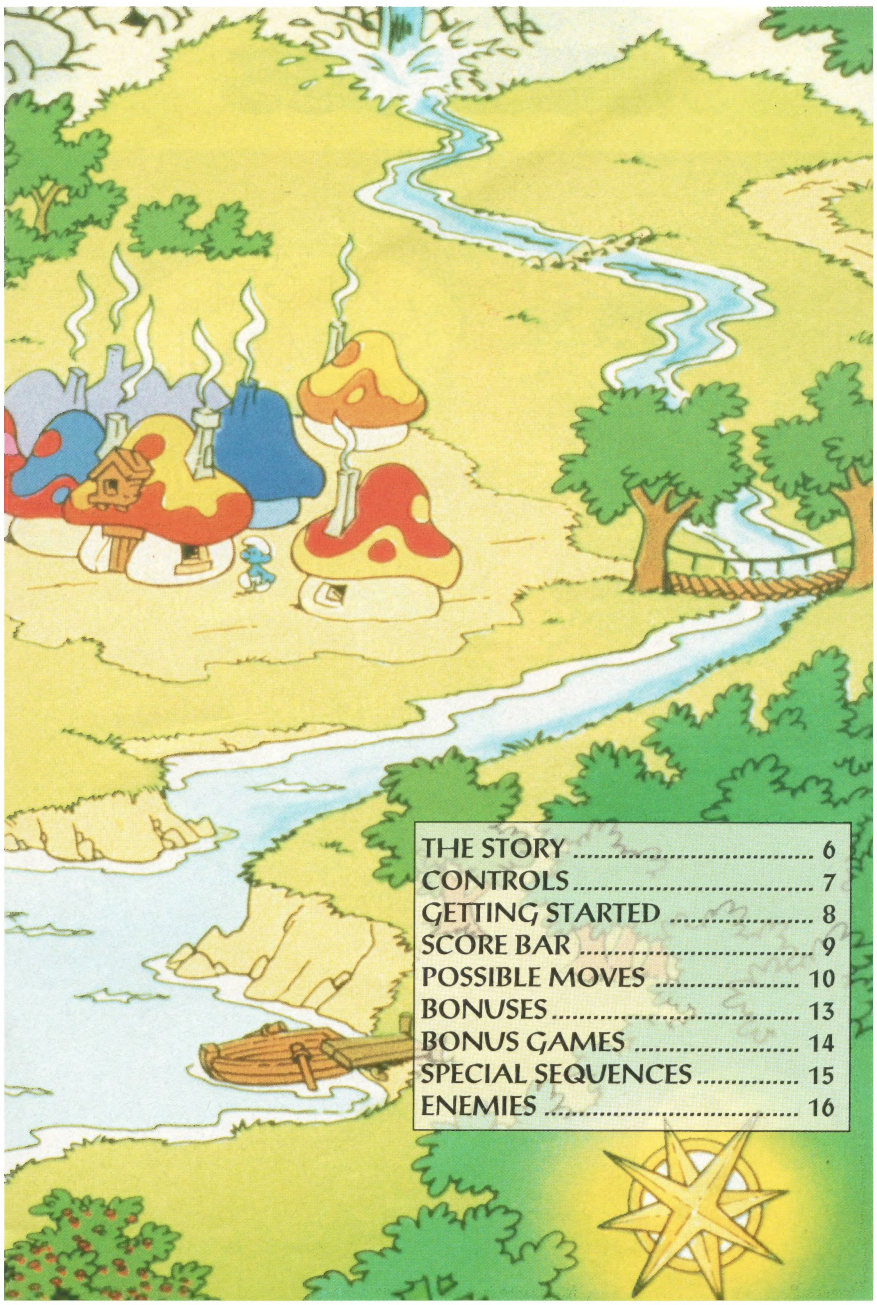
THE SMURFS

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

INSTRUCTION BOOKLET

INFOGRAMES™

THE SMURFS



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THE SMURFS

THE STORY

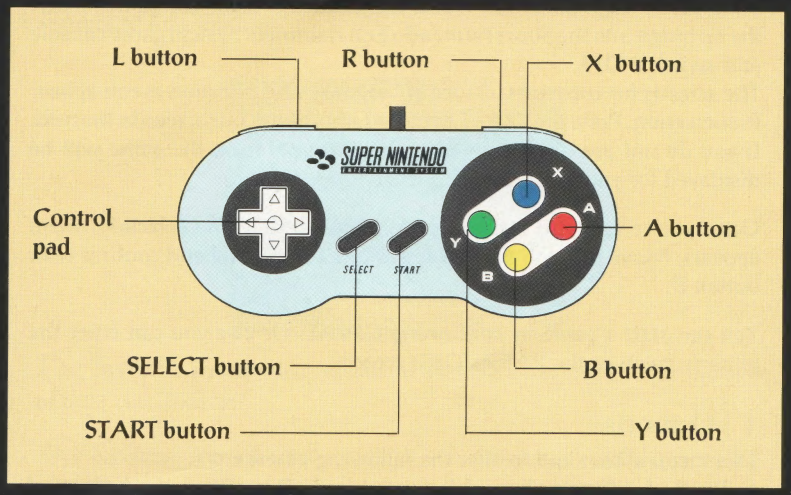
Free the Smurfs before Gargamel smurfs them all!

The nasty sorcerer Gargamel has smurfed yet again! He has just perfected a terrible plot to kidnap all the Smurfs. Four of them have already disappeared: Jokey Smurf, Brainy Smurf, Greedy Smurf and... Smurfette.

So Hefty Smurf is about to set off to search the entire Smurf country to try and find them. It will be a dangerous and risky mission, and he'll have to be on his smurf to succeed.

THE SMURFS

CONTROLS



Control pad: ..... To move the Smurf
To move the cursor through the menus
To pick up and put down an object
To bend down
B button: ..... To jump
To confirm options
To climb
A button: ..... To throw an object
Y button: ..... To run, jump higher
START button: ..... To start the game
To pause the game
To confirm options
SELECT button: ..... To move the cursor through the menu

THE SMURFS

ENTER THE SMURF WORLD

To travel through the Smurf world and challenge nasty Gargamel, insert the cartridge into the Super Nintendo Entertainment System game console and switch it ON.
The screens for copyright, choice of language and selection menu appear in succession. Press the START button to smurf from one screen to the next. If you do not press any of the buttons, excerpts from the game will be displayed for you to watch.

Once you're ready to start a game, press START. The selection menu appears. Move through the menu with the control pad and confirm with button B.

You can start a game by confirming GAME. Or else you can enter the options menu or the PASSWORD screen.

1 - Options

This menu allows you to alter the following parameters:

- Level of difficulty: Easy, Medium, Hard. This allows the heftiest of smurfs to take on even smurfier risks.
- Music: You can either listen to the music or switch it off - ON / OFF
- Mode: Depending on the features of your TV set (mono or stereo), the music can either be in mono or in stereo.
- Tests: You can listen to a sample of each of the music scores for the game.
- To exit this options menu, confirm END.

2 - Password

- Press left or right on the control pad to shift the cursor to the position of your choice.
- Press up or down on the control pad to select one of the Smurfs.
- Press START to confirm your choice.

You can have three attempts to enter a password.

THE SMURFS

SCORE BAR

The score bar is located at the top of the screen. It smurfs you a certain amount of information:

The Smurf: The number next to the Smurf's head tells you the number of lives you have left.

The hearts: A maximum of four hearts can be displayed on the screen. Each heart represents a life point. Each time you are hit by an enemy you lose a life point. You can however acquire life points by collecting raspberries.

Time: As soon as you start walking through a level, the count-down begins. Any time left at the end of the level is added to your score.

Score: Your score depends on the number of Bonuses you have collected, the number of enemies you have smurfed and the time spent on each level.

The leaf: In the course of your journey, you may collect sarsaparilla leaves. Once you have collected 25 of them, you gain an extra life.

Pause function: If you wish to interrupt the game briefly, press the START button. Smurf that same button a second time to resume the game.

THE SMURFS

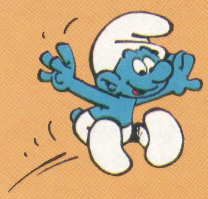
POSSIBLE MOVES

WALKING

To make a Smurf walk, use the right or left arrow of the control pad.

SPRINTING

To make the Smurf run, press the Y button once the Smurf is walking.



JUMPING

To make the Smurf jump, press button B. Use the control pad to direct the jump.
To smurf even higher, press button B and button Y simultaneously.

BENDING DOWN

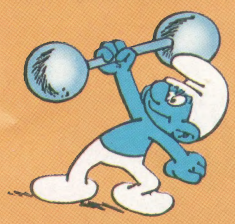
To bend down, press the bottom on the control pad.

STUNNING AN ENEMY

In the course of this adventure, you will encounter all kinds of enemies. The only way to smurf them is to jump on their heads!

THE SMURFS

Each of the Smurfs has his own particular qualities which will be essential to avoid the many traps set by Gargamel.



HEFTY SMURF

He can CLIMB up vines in the swamp.
To do so, catch the vine by jumping and keep on jumping to climb up the vine.
But be careful: the vines are often slippery!

He can CRAWL so that he can wind his way through very narrow spots. To do so, use the bottom of the control pad and move it to the left or right.

He can PICK UP, MOVE and PUT DOWN objects.
Position yourself in front of an object, for example the trampoline, then bend down. The object is automatically picked up. You can then move it anywhere you want. If you bend down a second time, the object will be put down.

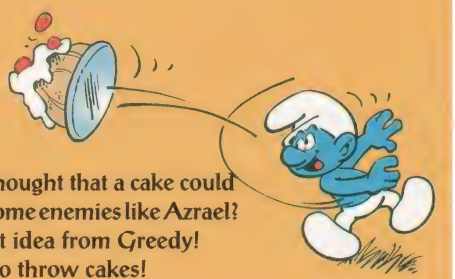
THE SMURFS

JOKEY SMURF

Naturally, Jokey never goes anywhere without his exploding presents! And it's a good job too, because he can then throw them at any time (button A) or put them down (bottom of the control pad). Once it's on the ground, the present will explode, allowing Jokey to cross areas that seemed unpassable.

BRAINY SMURF

Brainy will throw some light on how to deal with certain levels...



GREEDY SMURF

Who would have thought that a cake could be useful to overcome enemies like Azrael? Another brilliant idea from Greedy! Press button A to throw cakes!

THE SMURFS

BONUSES

Throughout your journey you will be able to smurf bonuses to increase your score and obtain extra lives.

Mushrooms

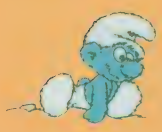
Some bonuses are visible, others are hidden inside mushrooms. To uncover them, you must jump on the mushrooms.

Raspberries

Collect a raspberry and gain one life point.

Sarsaparilla Leaf

Collect 25 sarsaparilla leaves and get one extra life.



Smurf Doll

Don't forget the Smurf Doll! It gives you one extra life.

Stars

As the game progresses you can collect stars. As soon as you have 25 of them, you access a Bonus Game.

THE SMURFS

BONUS GAMES

As soon as you have collected 25 stars, you can access one of the following two bonus levels:

The journey by raft

There are bonuses scattered all along the river; you can collect them by moving your raft. To move the raft, use the control pad.

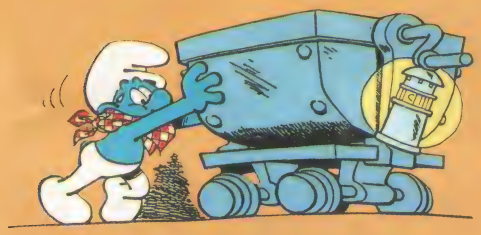
The journey by stork

The sky and the mountain tops are smurfed full of bonuses. Thanks to the stork you can collect them. Simply steer the stork accurately using the control pad and try and collect as many as possible.

THE SMURFS

SPECIAL SEQUENCES

THE WAGGON



After crossing the caves, you will reach the old gold mine.
To get through it, you will have to steer a waggon:
You can use the control pad to brake. However, to change direction, you must operate the switch-points.

To do so, press button Y when you travel past a switch.
The mine is a real maze so use all your powers of observation and reflexes to smurf the exit!

THE SLED

To get down the mountainside quickly, you must use the sled. Steer it by using the control pad. With your dare-devil approach, you will certainly be able to jump right over the obstacles by pressing button B.

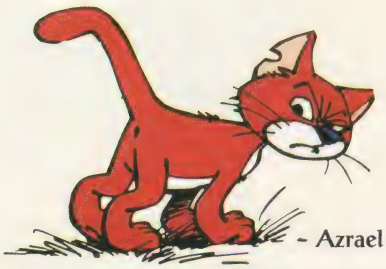
THE SMURFS

ENEMIES

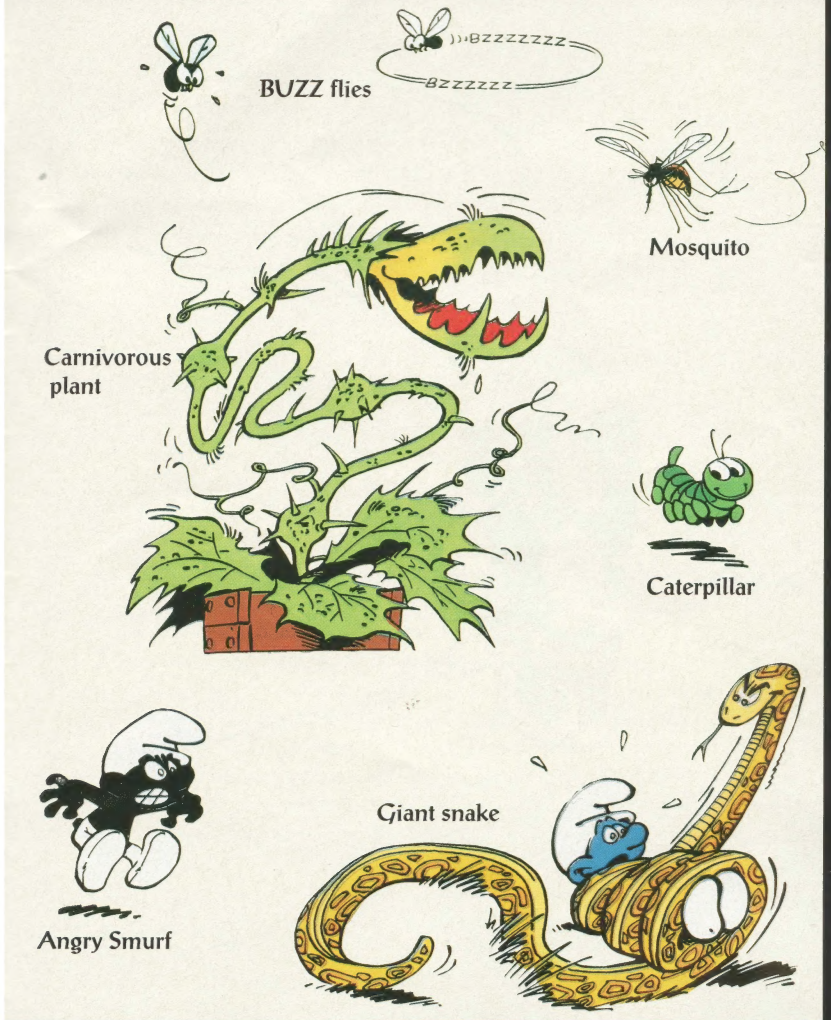
Howlibird

Dragon

Gargamel



- Azrael


BUZZ flies
Bzzzzzzz
Bzzzzzz
Mosquito
Carnivorous plant
Caterpillar
Angry Smurf
Giant snake

THE SMURFS
And remember:
All the Smurfs are relying on you to find the missing Smurfs and smurf Gargamel a good lesson once and for all! Good smurf!

THE SMURFS

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